



(16)  $x^y$  /  $\sqrt[x]{y}$  and hexadecimal number key  
 $y^x$ : Raises a number to a power.  
 $\sqrt[x]{y}$ : Calculates the X th root of Y.  
 $\text{HEX}$ : HEX mode  
Hexadecimal number "B" key.

(17)  $\sqrt[3]{\square}$  Square root/cube root and hexadecimal number key  
 $\sqrt{\square}$ : Calculates the square root of the number displayed.  
 $\sqrt[3]{\square}$ : Calculates the cube root of the number displayed.  
 $\text{HEX}$ : HEX mode  
Hexadecimal number "C" key.

(18)  $\frac{1}{x}$  Square/reciprocal key  
 $\frac{1}{x}$ : Calculates a square of the number displayed.  
 $\text{INV} \frac{1}{x}$ : Calculates the reciprocal of the number displayed.

(19)  $\frac{+}{-}$  Open parenthesis/exchange key  
 $(\square)$ : Used to open parenthesis.  
 $\text{INV} (\square)$ : Used to exchange the number being displayed with the number stored in the working register ( $x = y$ ).

(20)  $\Sigma x$  Close parenthesis/statistical calculation key  
 $\Sigma x$ : Used to close parenthesis.  
\* When the statistical mode is set.  
 $n$ : Displays the number of samples entered. ( $n$ )  
 $\text{INV} \Sigma x$ : Used to obtain the sum of the data ( $\Sigma x$ )

(21)  $\frac{0}{0}$  - 9 Numeral keys  
Used to enter numbers.

(22)  $\frac{\pm}{\pm}$  Division/binary number mode key  
 $\frac{\pm}{\pm}$ : Depressed for division.  
 $\text{INV} \frac{\pm}{\pm}$ : Used to set the binary system mode.  
Converts the number displayed into a number in base 2.

(23)  $\frac{\times}{\times}$  Multiplication/octal number mode key  
 $\times$ : Depressed for multiplication.  
 $\text{INV} \times$ : Used to set the octal system mode.  
Converts the number displayed into a number in base 8.

(24)  $\frac{-}{-}$  Minus/hexadecimal number mode key  
 $-$ : Depressed for subtraction.  
 $\text{INV} -$ : Used to set the hexadecimal system mode.  
Converts the number displayed into a number in base 16.

(25)  $\frac{+}{+}$  Plus/decimal number mode key  
 $+$ : Depressed for addition.  
 $\text{INV} +$ : Used to set the decimal system mode (normal mode).  
Converts the number displayed into a number in base 10.

(26)  $\frac{\Sigma x}{\Sigma x}$  Memory-In/statistical calculation key  
 $\Sigma x$ : Clears the number in the memory then stores the number being displayed in the memory.  
To clear the memory depress the  $\text{INV} \Sigma x$  key followed by the  $\Sigma x$  key.  
\* When the statistical mode is set.  
 $\bar{x}$ : Used to obtain the mean value of the data. ( $\bar{x}$ )  
 $\Sigma x^2$ : Used to obtain the sum of squares of data. ( $\Sigma x^2$ )

(27)  $\frac{S}{S} \frac{RM}{RM}$  Recall memory/statistical calculation key  
 $RM$ : Displays the contents of the memory. The contents of the memory remain unchanged after this key operation.  
\* When the statistical mode is set.  
 $S$ : Used to obtain the standard deviation of the sample of data.  
 $\text{INV} S$ : Used to obtain the standard deviation of the population of data.

(28)  $\frac{DATA}{DATA} \frac{M}{M}$  Memory plus/DATA CD key  
 $M+$ : Used to add the number being displayed or a calculated result to the contents of the memory.  
When subtracting a number from the memory, depress the  $\frac{+/-}{+/-}$  and  $(M)$  keys in this order.  
\* When the statistical mode is set.  
 $DATA$ : Used to enter the data (numbers).  
 $\text{INV} CD$ : Used to correct the mis-entry, (delete function)

(29)  $\frac{-}{-}$  Change sign key  
Changes the sign of the number displayed from a positive to a negative or vice versa.  
Example  $5 \frac{+/-}{+/-} - -5$ .

(30)  $\frac{.}{.}$  Decimal point/random number key  
 $.$ : Example:  $12.3 \frac{.}{.} 2 \frac{*}{*} 3$   
 $0.7 \frac{.}{.} 7$   
 $\text{INV} RND$ : These keys are used to generate uniform random numbers from 0.000 to 0.999.  
Note: Random number generation is not possible when binary/octal/hexadecimal system mode is set.

(31)  $\frac{\%}{\%}$  Equals/percent key  
 $=$ : Completes four arithmetic calculations (+, -, ×, ÷),  $\sqrt[x]{y}$ ,  $y^x$ , and complex number calculations.  
 $\text{INV} \%$ : Used for the percentage calculation and add-on/discount Calculation.

## DISPLAY

### (1) Display format

2ndF DEG  
E - 1234567890.

(Floating decimal system, normal display)

2ndF DEG  
E 1.2345678-99.

(Scientific notation system)

Mantissa Exponent

### (2) Symbols

- : Minus symbol  
Indicates that the number in the display following the "-" is a negative.
- : Memory symbol  
Appears when a number is stored in the memory.
- E : Error symbol  
Appears when an overflow of an error is detected.
- 2ndF: 2nd function designation symbol  
Appears when the 2nd function is designated.
- HYP: Hyperbolic function designation symbol  
Appears when hyperbolic function is designated.
- DEG: Degree mode symbol  
Appears when the degree mode is designated or shows that the angular mode of the converted result is in degree.
- RAD: Radian mode symbol  
Appears when the radian mode is designated or shows that the angular mode of the converted result is in radian.
- GRAD: Grad mode symbol  
Appears when the grad mode is designated, or shows that the angular mode of the converted result is in grad.
- ( ): Parenthesis symbol  
Appears when a calculation with parenthesis is performed by depressing the  $(\square)$  Key.
- BIN: Appears when the binary system mode is set or shows the displayed number is a binary number.
- OCT: Appears when the octal system mode is set or shows the displayed number is an octal number.
- HEX: Appears when the hexadecimal system mode is set or shows the displayed number is a hexadecimal number.

CPLX: Appears when the complex number mode is set.

STAT: Appears when the statistical calculation mode is set.

### (3) Display system

This machine displays a calculation result ( $X$ ), if it is within the following range. In the floating decimal point system.

0.000000001 < |X| < 9999999999

And otherwise the machine displays  $|X|$  in the scientific notation system. However a calculation result within the above range is also capable of being displayed in the scientific notation system by pressing the  $F-E$  key

Example:  $\frac{1}{5} \frac{+/-}{+/-} 9 = \rightarrow 0.055555558$   
(The 10th decimal place is rounded.)  
 $F-E$   $\rightarrow 5.5555555 \cdot 10^{-2}$   
(The 10th decimal place of the mantissa is rounded.)

$F-E$   $\rightarrow 0.055555556$   
 $\text{INV} F-E$   $\rightarrow 0.055555556$   
This is determined by the calculator in the form of  $5.5555555556 \times 10^{-2}$ . Rounding the 11th digit of the mantissa results in  $5.555555556 \times 10^{-2}$ . When changed to the floating decimal display, the rounded parts may not be displayed as in this example.

## BATTERY REPLACEMENT

If the display becomes dark or dim., replace the batteries with new ones according to the following procedure.

Battery: Function on

2pcs AA in 1.5V

1. Turn off the calculator.
2. Remove the back cover.
3. Replaces the batteries (see \* for correct battery replacement).
4. Push in the back cover.
5. After the replacement, press the  $\text{OFF}$  and  $\text{ON/C}$  keys in this order to clear the calculator.

When the batteries are correctly installed "DEG0." will be displayed. (If the display shows nothing or a meaningless symbol, or the keys become inoperative, remove the batteries and install them again. Press  $\text{OFF}$  and  $\text{ON/C}$  Keys in this order and check the display again.)

Note: - wipe off the surface of the new batteries with dry cloth and then install the batteries.  
Always replace both of the batteries at the same time.